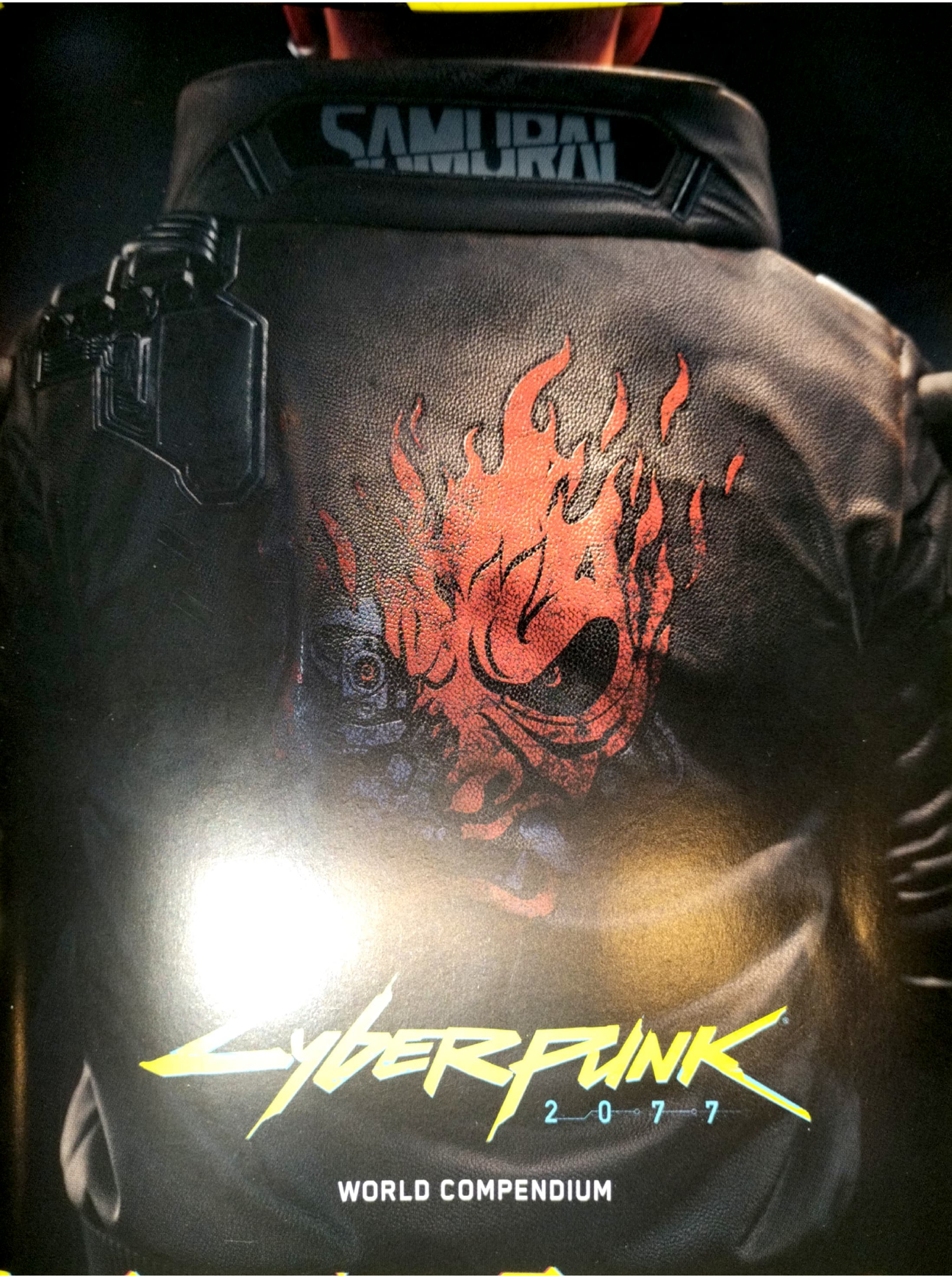

SAMURAI
CYBERPUNK
2077
WORLD COMPENDIUM

TABLE OF CONTENTS

2 THE PAST

2 The Birth of Night City
2 A History of Violence, 1990-2020
3 The 4th Corporate War, 2020-2023
3 The Aftermath, 2024-2035
4 Reconstruction and Unification, 2035-2070
4 Recent Years, 2070-2077

5 PRESENT DAY

5 Night City
5 City Center
6 Watson
7 Heywood
8 Westbrook
9 Santo Domingo
10 Pacifica
11 Badlands
12 Cyberpunk
12 Who the fuck *are* you anyway, samurai?
12 Lifepaths
13 Friend or Foe?
13 Fixers
13 Nomads
14 Gangs
15 Corporations
16 Street Stories and Street Cred
17 Gameplay
17 Skills
17 Weapons
17 Implants
18 Items
18 Vehicles

19 THE FUTURE

01 THE PAST

THE BIRTH OF NIGHT CITY

It all began with one man's vision. Richard Night dreamed of a city free from poverty, crime, and stifling regulations imposed by centralized governments. In addition, its city council would boast members of the largest corporations. Why? Well, if they could run companies generating billions of Eurodollars, surely a city would be a no-brainer.

Sunny Cali, megacorps, big tech – what could possibly go wrong?

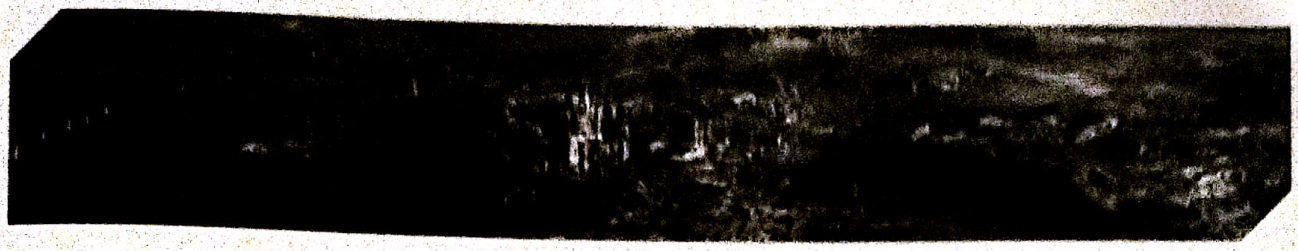
A HISTORY OF VIOLENCE, 1990-2020

Between 1990 and 2020, the U.S.A. and the rest of the world are ravaged by two Central American Wars, three Corporate Wars, and yes – an Orbital War. No corner of the earth is left untouched. With each conflict more violent than the last, the demand for cyberware skyrockets.

If that wasn't enough, Mother Nature wages its own war. Humanity's brazen exploitation of the planet's resources leads to irreversible climate disaster. In return it gets acid rain, sandstorms, desertification, and a plethora of drug-resistant pathogens – some natural, some bioengineered in corporate labs. The America we know ceases to exist.

Democracy crumbles. One after another, American states secede and declare themselves free nations. An unprecedented financial crisis cripples the global financial markets. A thermonuclear war in the Middle East sends radioactive ash into the atmosphere, blanketing the entire globe in a toxic cloud of dust.

And we're just getting warmed up.



THE 4TH CORPORATE WAR, 2020-2023

August 20th, 2023: a date drilled into the skull of every schoolkid. A nuclear device explodes in the heart of Night City, obliterating the Arasaka Towers – the Arasaka Corporation's North American HQ. It's the final straw in the 4th Corporate War between Arasaka and Militech. Thousands caught in the blast radius die instantly – tens of thousands more in the days following. The official death toll from radiation exposure is unknown.

Around the same time, the legendary netrunner Rache Bartmoss is killed, leaving a nasty surprise as his last will and testament... His death triggers the release of thousands of viruses and malware into cyberspace. NetWatch, the Net security agency, is unable to contain the damage. The global stock exchange plummets, international trade grinds to a halt, and the World Wide Web becomes a treacherous no man's land.

THE AFTERMATH, 2024-2035

The world pulls itself up by the bootstraps. Elizabeth Kress, President of the U.S.A, declares nationwide martial law and nationalizes Militech, allowing her to maintain some semblance of order. Meanwhile, Japan and Europe are too preoccupied with their own problems to pay any attention to what's happening in the "Land of the Free."

NetWatch constructs the Blackwall, a firewall separating the "open" Net from the rogue AIs that have proliferated through cyberspace in the wake of Bartmoss' attack. In exchange for security, the public abandons vast swathes of knowledge and information to the anarchy of code beyond the Wall.

Corporations begin to aggressively privatize previously owned farmland. Disenfranchised and with nowhere to go, people begin to band together in sprawling groups and clans. Mobile and in need of work, these clans eventually specialize in transport – soon, they take over the trade routes between states. Decades of upheaval and displacement indirectly give rise to a new "social class" – the Nomads.

RECONSTRUCTION AND UNIFICATION, 2035-2070

American cities begin to rebuild. Night Corp offers free, full-body cyberware conversions to people willing to work in radioactive zones. To meet the needs of a newly-booming population, dozens of megabuildings spring up from the rubble and debris.

Under NetWatch's draconian oversight, cyberspace becomes ever-harder for netrunners to move unrestricted, with ever-more-complex structures hidden from public view. The World Wide Web becomes a thing of the past.

Determined to once again reunite the free states under one flag, the newly-elected Rosalind Myers ignites one last war with the help of Militech – the so-called Unification War. Only Texas and Northern California – led by Night City – hold out. City councillor Lucius Rhyne strikes a deal with Arasaka. Soon enough, a gargantuan aircraft carrier enters Coronado Bay. The Myers-led NUSA (New United States of America) decides to back down.

RECENT YEARS, 2070-2077

The warring states – with the exception of Texas – sign a Unification Treaty, ending the war. Night City becomes a Free City, independent of the NUSA.

Lucius Rhyne, Night City's new mayor, grants a seat on the city council to Arasaka. For the first time since 2023, the Japanese zaibatsu is greeted in Night City with open arms. It quickly begins rebuilding its headquarters in Corporate Plaza, on the very site where the Arasaka Towers once proudly stood.

Once again, Night City bathes in the "free" flow of capital – the rich in their jacuzzis, the poor in cramped, filthy showers.

02 PRESENT DAY

NIGHT CITY

Night City is made up of six large districts divided into smaller subdistricts. Every district has its own style, unique history, and sights worth exploring.

CITY CENTER

The headquarters of Night City's biggest corporations and its security hub. City centers are always abuzz with life, but here the entertainment industry is tailored to the whims of corpo employees – anything that will make them more productive.

At the same time, Corpo Plaza is a militarized zone – a show of force. Its very own MaxTac Prevention System will shoot you for the minutest transgression. And if they don't get you first, a corpo agent or a crooked NCPD cop will.

WATSON

Once one of Night City's wealthiest districts, a slew of natural catastrophes and an economic crisis has made Watson a shadow of its former self – City Center's poverty-stricken cousin.

Little China owes its name to the migrants who poured in after the corporate exodus and rebuilt the neighborhood as they saw fit. It's an overwhelming area, teeming with all kinds of distractions (if you're around, look for Vicktor on Urmland Street – one of Night City's best ripperdocs).

Kabuki is a must-see. Its labyrinth of tiny alleyways is bound to have what you're looking for. Braindances and sex? Lizzie's is the place to be. Just remember not to overstep your bounds. The gang that owns it – The Mox – are very protective of their "joytoys."

Be careful in the Northside Industrial District, the haunt of the Maelstrom gang. Their obsession with implants and cyber-supremacy is only matched by their drug use. Wholly unreliable to work with, but skilled operators.

Don't forget to have a drink at The Afterlife, the legendary cyberpunk hangout. Come for the jobs, stay for the tall tales of legends who lived on the Edge.

HEYWOOD

Cure your 2020's nostalgia in Heywood. This is where what was once called the "middle class" now resides.

The Wellsprings waterfront is 2077's answer to Venice Beach – loud, colorful, full of yachts and (wanna-be) celebrities. To the east is the Glen, a little backwater with a town hall, old-school movie theaters and gas stations.

Farther on, you'll find yourself in Vista del Rey, an area run primarily by the Valentinos gang. You'll know where you are soon as you see the La Catrina funeral home, Santa Muerte's omnipresent face, and the baroque, gilded implants.

WESTBROOK

Night City's richest district. This is where hard-working corpos come to play hard and blow wads of cash.

In Japantown, you'll drown in a deluge of neons, billboards, and holos until you don't know where you are, who you are, or how much money you had upon entering. If you're lucky, you'll get out with as much as you came in. Watch out for the Tyger Claws - the flashy, motorcycle-obsessed gang that roams these streets.

North Oak is cloud nine. Heaven. Luxury. The only place in Night City where you'll see lush greenery (not just succulents). Charter Hill is where the people who aspire to North Oak live. If you think it looks like a cluster of office buildings where people work 'round the clock, well, you'd be right.

SANTO DOMINGO

Abandoned factories, thousands of people crammed into crumbling megabuildings living hand to mouth. Add to that a huge landfill and the 6th Street Gang, fighting to bring back justice (whatever that means). So what if it's a dump? You'd be surprised what you can find just lying around...

When in Arroyo, look for Muammar "El Capitan" Reyes, a legendary fixer who can set you up with the hottest wheels in town.

PACIFICA

It should've been heaven on earth. Investors went all-in on the ultimate Night City utopia. Beach access, swanky hotels, luxury retail and 24/7 entertainment. Come the War of Unification, investors pull out – the city's playground for the rich becomes a jumble of pipe dreams and unfinished construction.

Gangs eye an opportunity to expand their turf. Night City tries to stop them, but eventually they cut their losses. The Voodoo Boys now rule over Pacifica, taking care of their own, protecting the district and keeping strangers out. And yet, an entire section of the district is walled off and nobody has the guts to see what goes on inside.

BADLANDS

If you ever need to escape the city, think twice. Beyond Night City's borders is nothing but a desert hellscape – oasis not included.

Ecocide and over-exploitation of the planet's resources have destroyed nature as we know it. To the north, huge oilfields (a joint venture by Night Corp and Petrochem). To the east, vast wastelands populated only by roving Nomads (don't be surprised if they treat you like an intruder – you are). And to the south, corporations growing synthetic food in greenhouses. What's not to like?

WHO THE FUCK *ARE* YOU ANYWAY, SAMURAI?

A cyberpunk is a street merc. An outlaw who's paid to do what others can't – or won't – do. The street, corps, gangs, celebrities – you don't really care where the job is from, as long as the money's good. Reputation is everything. You want to be the most notorious cyberpunk in town – a goddamn street legend talked about at The Afterlife for generations to come.

LIFEPATHS

You start the game on one of three possible paths that determine your past:

CORPO

An Arasaka employee, until a disastrous turn of events tosses you out on the street. You used to swing from the top rungs of the concrete-glass jungle – now you're at the bottom, starting from scratch.

STREET KID

Raised on the streets, you know life is an endless hustle, and yet others – people just like you – somehow have it better. What's stopping you from having it all?

NOMAD

You're a member of a Nomad family that was forced to escape to the city. Will you become the city's top gun for hire? Return to the Badlands a legend or with your tail tucked between your legs? Only you can decide.

FRIEND OR FOE?

FIXERS

Friends in this city are one thing, but try to scrape by without a fixer? Forget it. They find you gigs, tell you where to be and what time. And you need their money.

Districts are home to all kinds of fixers. Some may have been mercs themselves, corporate employees, or even gangers. Now they work for the competition, or for themselves. Fixers aren't they type to idealize. Many don't look further than the next lucrative job. And even if they were once dreamers, they've stared reality in the face too many times to believe in change.

NOMADS

stly ex-farmers who banded together during times of crisis. Constantly on the move, y roam across the country, setting up temporary encampments and looking for work.

ost all Nomads belong to one of the Seven Nations, each with its own powerful er. Then there's Raffen Shiv – nomads kicked out of any one of the Nations. Raffen has no identity, no leader, no real "thing." They're simply a ragtag group of rejects aping a living on the edge of town.

he game you'll most often encounter the Aldecaldos family, which was once a arge-scale smuggling outfit. You'll also meet the Wraiths – an arm of Raffen Shiv, essentially bandits who prowl the periphery of Night City.

The reality of 2077 is that gangs are the most tempting shortcut to making it big. They promise independence, come with ready-made enemies, and give you a feeling of power. Every gang has its own style, symbolism and perks. Gangs can be useful to you, but they can also be deadly.

- **Maelstrom –** You'll recognize them by their characteristically extreme cyber-implantation and ruthlessness. Most people avoid them like the plague. If you have to deal with them at all, keep your safety off. And make sure you shoot first.

- **Voodoo Boys –** Night City's best netrunners, rooted in Haitian culture and tradition. You need data, dirt from the Net, or access beyond Blackwall – you go to them. Just remember that they don't take too kindly to strangers, so watch your back.

NIGHT CITY

- **6th Street Gang –** 6th Street sprang up when small business owners went bankrupt from corps poaching their customers. To make matters worse, local gangs started harassing them. A couple of charismatic war vets decided to take matters into their own hands. Now they control Santo Domingo. If you want to see what 6th Street means by "social justice," visit their turf.

FOREVER

- **The Mox –** Lizzie's Bar is The Mox's base of operations. Besides braindances, you'll find every variety of sex workers, from kink-tailored dolls to punks and anarchists who'll offer you a good time with a "human touch."

- **Valentinos –** Pistoleros. Cuchilleros. Worshippers of Santa Muerte and Jesus Malverde. Valentinos celebrate Día de Muertos, walk in processions bearing effigies of the Banditos Santos, and organize quinceañeras for their daughters. Their turf is Heywood and they are very proud of it.

← **Tyger Claws** – They control Japantown and Kabuki. Dollhouses, illegal braindances, gambling halls, street-food stalls and capsule hotels – if you frequent any of these establishments, expect your money to end up in the Tyger Claws' pockets.

← **Animals** – Gangs don't come more jacked than this. They're tough-as-nails brawlers and immune to pain. You'll find them wherever there's extortion, a need for muscle, or a "lesson" that needs teaching.

Scavengers – The question isn't where they are, but where they aren't. Mostly immigrants from Eastern Europe, the Scavengers specialize in smuggling, kidnapping, and black market cyberware. To them an "individual" is only as valuable the parts they can be divided into.

CORPORATIONS

Arasaka (Japanese), Militech (American), and Kang Tao (Chinese) – the only difference is the cut of their suits. Their motivations are always the same: profit, profit, and more profit. Corpo employees will stop at nothing to rise up the ladder (or at the very least keep their seat at the table). Even Trauma Team – a corp that provides elite armed emergency medical services – shows no mercy. If you're covered, you get help. If you're not, you'd better not get in their way...

STREET STORIES AND STREET CRED

You'll get local missions from fixers in their respective districts.

Gun for Hire, Thievery, SOS: Merc Needed, Search and Recover, Agent Saboteur, Special Delivery – that'll be your bread and butter. Every street story has a unique backstory, and you can approach them in any number of ways. You'll meet unique characters and earn juicy rewards for completing (or sometimes even abandoning) a mission.

Street Stories are also important for your reputation. The bigger your street cred, the more missions, weapons, cyberware and gear you'll gain access to.

GAMEPLAY

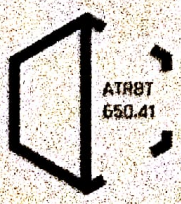
In *Cyberpunk 2077* you can be whoever you want. Your look, gender, personality and playstyle all depend on the choices you make throughout the game. You're your own cyberpunk.

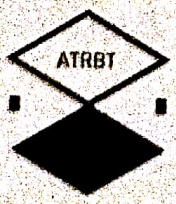
SKILLS

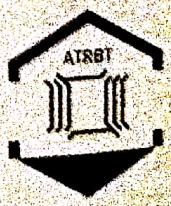
Want to be a ripped Solo with superstrength, agility and the best weapons Night City has to offer? Look no further. You can invest in attributes like Body or Reflex and develop combat abilities and weapon skills.

More into operating on the down-low, from your Net hidey-hole? Develop your Intelligence and Hacking skills to weaponize your surroundings and gain an edge over your enemies.

You can mix-and-match attributes and skills however you want, with the added benefit of Tech Ability (giving you the latest arsenal at your fingertips and the ability to create items) and other skills, such as keeping your Cool in any situation.





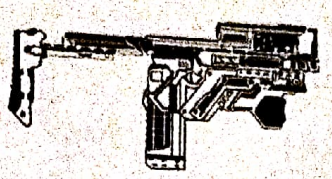


WEAPONS

From Malorian's handguns to Kang Tao's smart-precision weapons and Militech's electromagnetic rifles – lots of manufacturers, firearm types (such as implant weapons designed for "biopodded" soldiers), and three distinct classes:

POWER

for those looking to pack a punch



SMART

for precision-lovers

TECH

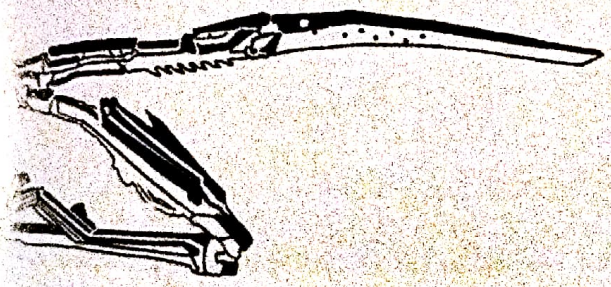
for turbo-charged piercing impact

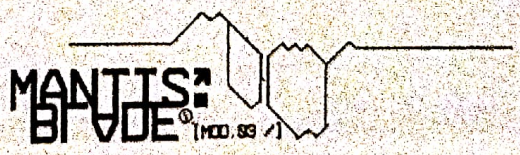
Together, this adds up to over 30 different models, each of which can be modded and upgraded. On top of that, you got your knives, knuckles, grenades – and of course, if you're creative, whatever's on hand...

IMPLANTS

Kiroshi's cyberoptics, Militech's active camo armor, or the cult-classic Mantis blades – implants are a fundamental part of the cyberpunk world, offering a dizzying variety of ways to overcome any problem that stands in your way.

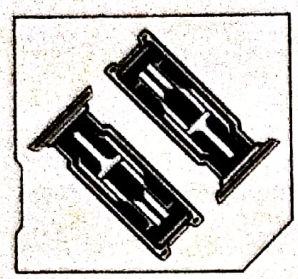
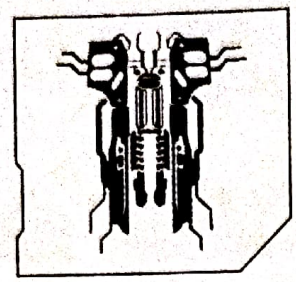
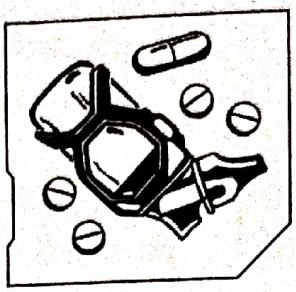
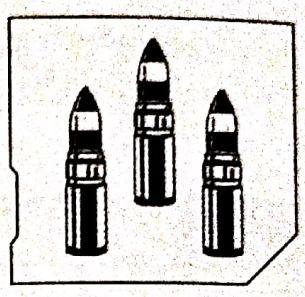
In the game you'll find dozens of implants from every generation. Subdermal armor, auxiliary hearts, motor function augmenters, enhancing metabolizers – the myriad of more-or-less legal implants out there mean infinite possibilities. And to top it off, some have interchangeable parts, allowing you to customize your arsenal even further.





ITEMS

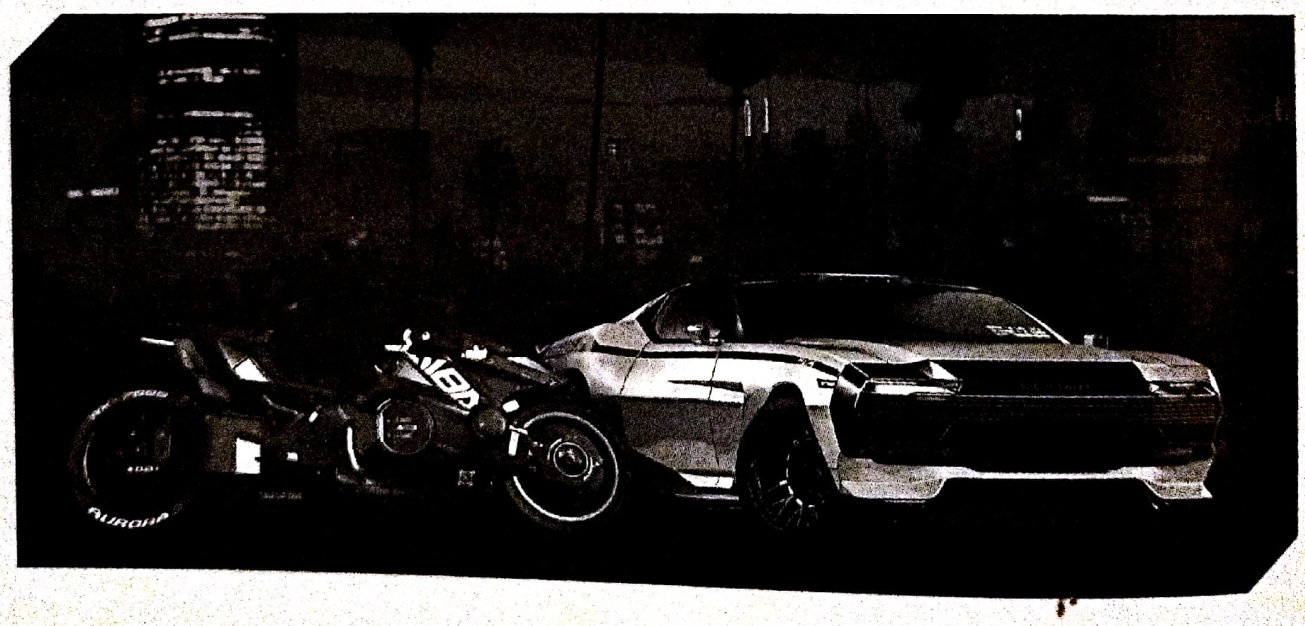
Weapon parts, clothes, gadgets – all stops on your road to glory (or ruin) in Night City. Many items can also be used to create new and improved tools. Your craftsmanship and durability will depend on what you can loot along the way.

VEHICLES

Night City is enormous. While walking is always an option, your best bet is fast travel. But it would be a sin not to take advantage of the adrenaline-pumping vehicles Night City has to offer.

Over 30 models: the classic Porsche 911, cheap-but-sturdy Thortons, designer Quadras, armored Chevillon trucks, stupid-expensive Herreras and Rayfields, and a range of superfast motorcycles. What are you waiting for? Floor it, baby!



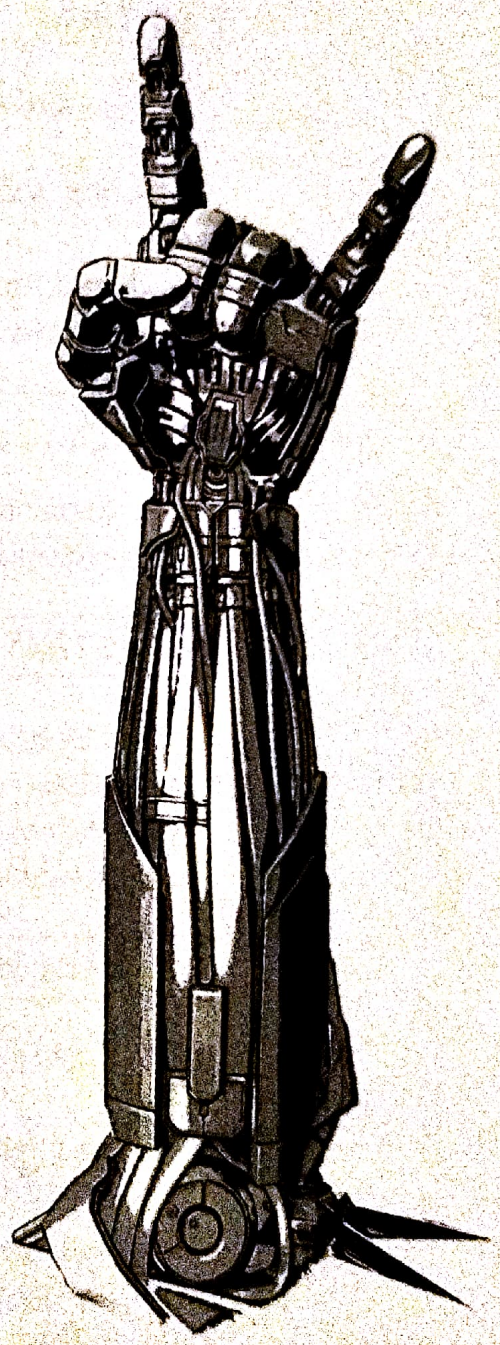
03 THE FUTURE

Johnny Silverhand... who wouldn't want a friend like that? Charismatic, handsome, and your very own foul-mouthed encyclopedia on the city and its inhabitants. Unfortunately, it's not that simple. Nothing in *Cyberpunk 2077* ever is.

Johnny's an intruder – he's got his own goals and he doesn't give a rat's dick about your past. An egomaniacal ex-rockstar with a terrorist streak is fun for maybe one wild night... but your whole life? Well, it just so happens that you're meant for each other. Make the best of it while you can.

When all's said and done, the mind-bending journey you're about to embark on will boil down to nothing else but choices – and they won't be easy. Just repeat after me – "I'm in control...".

Now, ready to take the plunge? Be careful you don't slip on the Edge. And if you have to burn this city to the ground – do it. Before it burns you.



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